

GLShader

- shaders
- uniforms
- shaderProgram

- + GLShader()
- + LinkShader()
- + Build()
- + Use()
- + Dispose()
- + GetUniformLocation()
- + TransferToShader()
- + TransferToShader()
- + TransferToShader()
- + TransferToShader()
- + ~GLShader()
- CheckProgramStatus()
- CheckShaderStatus()